

Execution Control Commands

Listed below are commands the Natural Debugger provides for controlling the program flow during a debugging session. For a summary of all commands available with the Natural Debugger, refer to Command Summary and Syntax.

The commands listed below only apply when the Natural Debugger interrupts program execution.

- ESCAPE BOTTOM
 - ESCAPE ROUTINE
 - EXIT
 - GO
 - NEXT
 - RUN
 - STEP
 - STEP SKIPSUBLEVEL
 - STOP
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ESCAPE BOTTOM

This command can only be used when an object has been interrupted within a processing loop.

When you enter this command, the interrupted object will be continued with the first statement following the processing loop.

ESCAPE ROUTINE

When you enter this command, processing of the interrupted object will be stopped and processing will continue with the object from which the interrupted object was invoked; it will continue with the statement following the corresponding CALLNAT, PERFORM or FETCH RETURN statement.

If you apply the command ESCAPE ROUTINE to a main program, Natural ends the program and returns to the command mode.

EXIT

If you are displaying the Debug Main Menu and invoke the EXIT function, choose PF3 (Exit) or enter the execution control command EXIT, the debugging utility returns either to the calling program (that is, to the interrupted Natural object which is then continued) or to the NEXT line if the debugging utility has been invoked with the direct command TEST, or to the corresponding input field if it has been invoked by the terminal command %<TEST. However, if a breakpoint or watchpoint is currently active, the next command of this breakpoint or watchpoint is executed.

If you are not in the Debug Main Menu and enter the direct command EXIT or choose PF3 (Exit), you leave the current function and return to the previous step of your debugging session.

GO

When you enter the direct command GO (or choose PF14), the debugging utility returns control to the execution of the interrupted program. If a breakpoint or watchpoint was active at the time the program was interrupted, the remaining commands of this break or watchpoint are **not** executed.

NEXT

When you enter the direct command NEXT (or choose PF13), the next command specified for a breakpoint or watchpoint is executed. If no further command has been specified, program execution continues.

RUN

When you enter the direct command RUN, test mode is switched off and program execution continues, without investigating any further breakpoints and watchpoint.

STEP

When you enter the direct command STEP (or choose PF2), an interrupted Natural object is continued for *n* statement lines. The default value for *n* is 1.

STEP SKIPSUBLEVEL

When you enter the direct command STEP SKIPSUBLEVEL (or choose PF17) upon a statement which invokes another object (for example, CALLNAT), processing is continued with the next statement line in the interrupted Natural object (instead of the first executed statement in the invoked object).

With the command, you can specify a level number *n*. *n* may be the level of the interrupted object (this is the default) or a superior level. Step mode then continues with the next object at the specified level.

If this command is applied to a statement that does not invoke another object, the debugging utility reacts as if the command STEP had been entered.

Level information can be obtained with the command OBJCHAIN as described in the section Navigation and Information.

STOP

When you enter the direct command STOP, both the debugging utility and any interrupted Natural object are terminated; the NEXT line is displayed.